

SEGA SATURN™ STUNNER™



THE SERIOUS PLAYER'S WEAPON OF CHOICE!

Custom Stunner Arcade Gun with revolutionary technology and single-action trigger lets you aim, shoot and reload with maximum speed.

- The real look and feel of the arcade shooter brings the serious action home.
- Works with Virtua Cop and other Sega Saturn shooting games.
- With 2 Stunner guns your friends can join you in taking Virtua Cop rapid-fire action to a new level.

**ORDER DIRECT:
1-800-SEE-SATURN**

Sega is a registered trademark of SEGA. Sega Saturn, Virtua Cop and Stunner are trademarks of SEGA. This game is licensed for use with the Sega Saturn system only. Copying and/or transmission of this game is strictly prohibited. Unauthorized rental or public performance of this game is a violation of applicable laws. ©1995 SEGA. P.O. Box 8817, Redwood City, CA 94063. Made and printed in the U.S.A. All rights reserved.

SEGA®



VIRTUA COP

1-2
PLAYER GAME

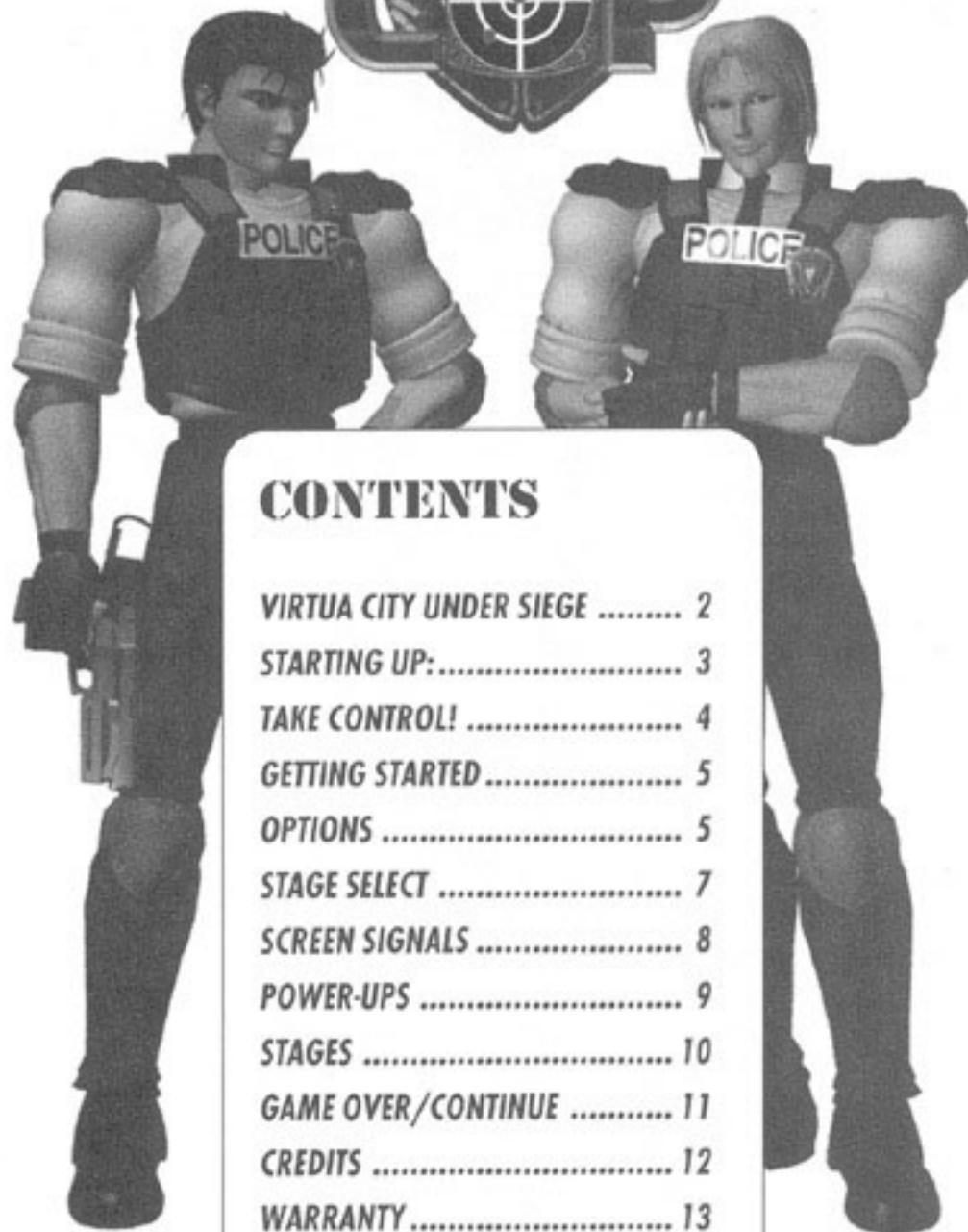
SEGA SATURN



81015



VIRTUA COP



CONTENTS

VIRTUA CITY UNDER SIEGE	2
STARTING UP:.....	3
TAKE CONTROL!	4
GETTING STARTED	5
OPTIONS	5
STAGE SELECT	7
SCREEN SIGNALS	8
POWER-UPS	9
STAGES	10
GAME OVER/CONTINUE	11
CREDITS	12
WARRANTY.....	13

VIRTUA CITY UNDER SIEGE



One month ago, a veteran detective in the Virtua City Police Department uncovered an illegal gun-running operation that was taking place in the middle of the city. He managed to trace the runners back to a mysterious and powerful crime syndicate, and had a mountain of evidence to back his claims... until he was discovered and eliminated. Some of his evidence made it back to headquarters, a special task force was formed, and you were called for the job.

Here's what it all comes down to: you're a cop, one of the city's finest, stalking the gun-runners in the most scumbag-infested districts of the city. And it's an all-out war between the syndicate and the law.

Grab your gun and ammo, and get ready to dispense some justice on these mean streets. Clean out docks and warehouses of armed smugglers; clear office buildings of scum. Pick snipers off distant buildings and dodge axe-wielding maniacs as they charge you from out of nowhere. Armored thugs lob axes and grenades into the fray—if you don't deal with them first, you'll have to try your luck at shooting their projectiles out of the air. And watch out for the bystanders—hitting one is just as bad as shooting yourself. And bear in mind that the bad guys are not above taking hostages.

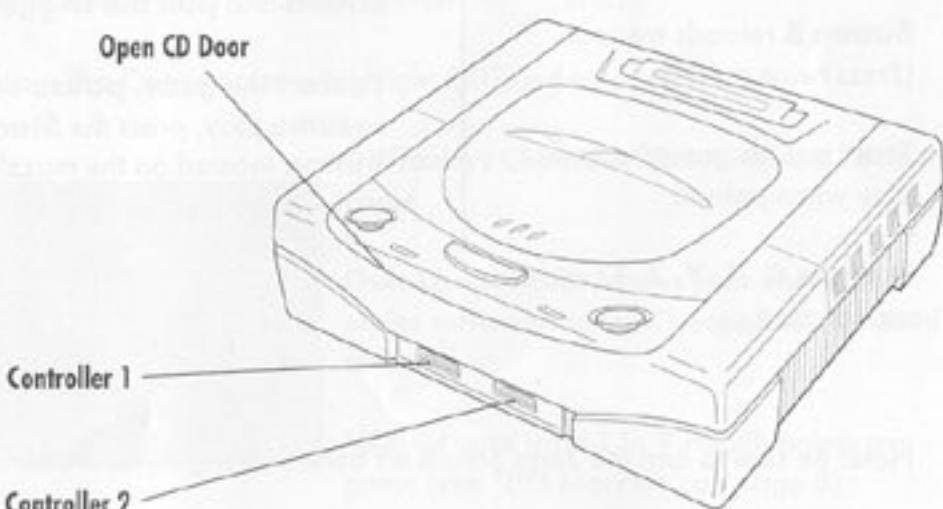
It'll take a steady hand, lightning reflexes and nerves of steel to fulfill your duty. Are you up to the task?



STARTING UP

1. Set up your Sega Saturn system by following the instructions in the Sega Saturn Instruction Manual. Plug in Controller 1. For 2-player games, plug in Controller 2 also.
2. Place the *Virtua Cop* disc, label side up, in the well of the CD tray and close the lid.
3. Turn on the TV or monitor and the Sega Saturn. The Sega Saturn logo will appear on screen. If nothing appears, turn the system off and make sure it is set up correctly before turning it on again.
4. If you wish to stop a game in progress, or the game ends, press the Reset Button on the Sega Saturn console to display the on-screen Control panel.

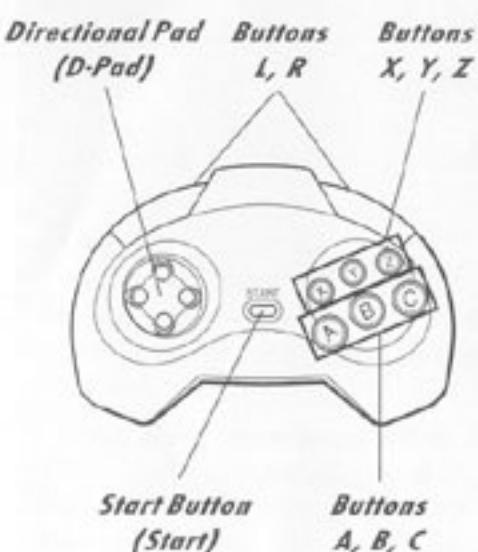
Important: Your Sega Saturn compact disc contains a security code that allows the disc to be read. Be sure to keep the disc clean and handle it carefully. If your Sega Saturn system has trouble reading the disc, remove the disc and wipe it carefully, starting from the center of the disc and wiping straight out toward the edge.



This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

TAKE CONTROL!

SEGA SATURN CONTROL PAD



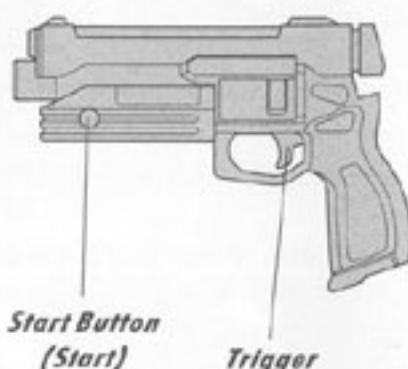
- **D-Pad** highlights items on menus and moves cursor around screen
- **Button A** fires weapon
- **Button B** reloads weapon (Press twice quickly)
- **Start** pauses game/resumes play when paused

Buttons C, X, Y, Z, L, and R are not used.

Note: Be sure to turn the Sega Saturn off before changing controllers.

SEGA STUNNER ARCADE GUN

Try the Sega Stunner for the most realistic, arcade-style shooting action! Just point and fire.



- To **highlight** items on menu screens, **pull the trigger**
- To **reload**, point the Sega Stunner **away from the screen** and **pull the trigger**
- To **start** the game, **pause** or **resume** play, press the **Start Button** located on the muzzle of the Sega Stunner

GETTING STARTED

Following the Sega logo is an intro screen. Press Start at any time to bring up the Title screen.

FROM THE TITLE SCREEN:

Function	Control Pad	Sega Stunner
Choose mode	D-Pad UP/DOWN	Pull Trigger
Enter mode	Start	Start



Arcade lets you play an arcade-style game. Choose **Option** to configure your game or sample music and sound effects.

OPTIONS

Function	Control Pad	Sega Stunner
Choose option	D-Pad UP/DOWN	Pull Trigger
Change option	D-Pad LEFT/RIGHT	Start

To leave the Option screen, highlight EXIT and press Start.



Difficulty: Choose an Easy, Normal or Hard game.

Gun Looseness: Makes your enemies easier or harder to hit. Choose Easy, Normal or Hard.

Life: Choose from 1 to 9 Health points per game (see "Life Markers" on page 8).

Continue: Choose from 0 to 9 chances to continue your game, or select FREE PLAY for unlimited Continues.

Sight: Leave the Lock-on Sight on to help you locate your next target, or turn it off to make the game more challenging (for an explanation of the Sight function, see page 8).

Audio: Choose stereo or monaural sound.

SOUND TEST SCREEN

Sample the music and sound effects used in the game. To return to the Options screen, select EXIT and press Start.

Function	Control Pad	Sega Stunner
Call Up Screen	Button A	Start
Choose option	D-Pad UP/DOWN	Pull Trigger
Change option	D-Pad LEFT/RIGHT	Start

GUN ADJUST SCREEN (STUNNER ONLY)



Use this screen to adjust the way your Sega Stunner interacts with the screen. Select GUN ADJUST and press Start. When the target appears on screen, fire straight at the center. You might miss at first, so keep firing at the center of the target until your shots go where you want them.

When you are finished, aim the Stunner away from the screen and pull the trigger. A menu appears; shoot at the desired option.

Default cancels the setting you have made and returns the alignment to its default setting.

Cancel returns the gun to default setting and returns you to the target to try again.

If you are satisfied with your setting, select **Exit** to return to the Options screen.



FOR BEST RESULTS:

- Remain the same distance from the screen at all times. Changing distance can confuse the Stunner's interaction with the screen.
- Fire at the screen straight on. Firing from an angle can cause your shots to not register.

KEY ASSIGN SCREEN (CONTROL PAD ONLY)

Configure your Control Pad. Press the D-Pad UP or DOWN to highlight a function, then press the button you wish to use for that function. When you are finished, highlight EXIT and press Button A.

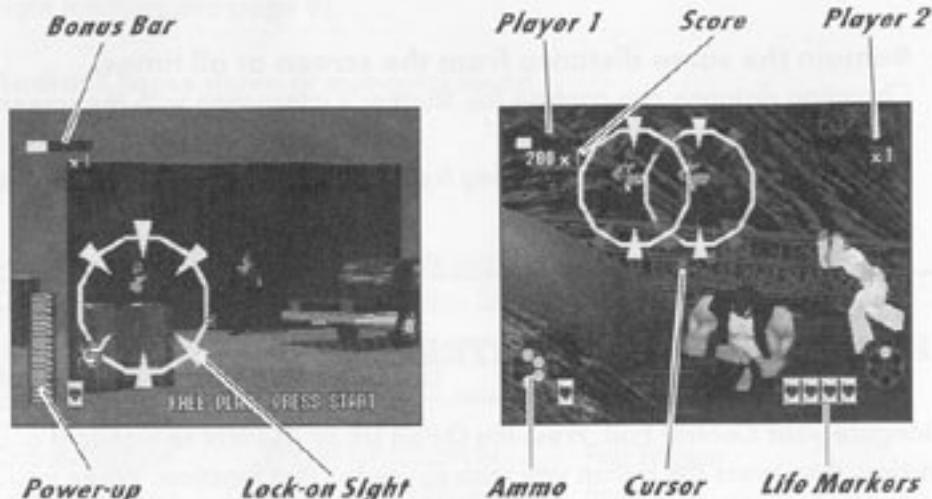
STAGE SELECT



Once you select Arcade Mode and press Start, the Stage Select screen appears. Shoot the stage you wish to enter.



SCREEN SIGNALS



If you are using a Sega Saturn Control Pad, the **Cursor** indicates where your shot will go when fired. The cursor is not visible when you use the Sega Stunner.

Bonus Bar fills up as you score multiple hits on your targets. Fill the bar completely to increase the value of your score by one. The bonus is reset to 1X if you hit a hostage.

Your **Score** is displayed with each hit. Shoot the weapon from an enemy's hand to obtain a Bull's Eye bonus of 5,000 points.

Each time you are hit by an enemy, you lose one point off your **Life Markers**. You also forfeit one Life Marker if you hit a hostage. Lose all your markers, and the game ends.

Ammo shows how many rounds are left in your gun. When you run out, the word RELOAD appears on screen. Try to avoid this. Reload often. If you are using a Power-up, the ammo for that weapon is shown here. Refer to the next page for more on Power-ups.

Lock-on Sight displays your next target and level of safety. Green means you're still safe. Yellow means things are getting threatening. Red means your enemy is just about to fire. For an additional challenge, the Sight can be turned off in the Option screen (see page 6).

POWER-UPS

Power-up icons are concealed in each stage. Uncover and shoot one to grab the Power-up. If you've picked up a weapon Power-up, a special ammo indicator will replace the normal Ammo indicator as long as the Power-up is active. Special weapons last until you are hit, or until you run out of ammo.



Automatic gives you 15 rounds of ammunition that you can reload a limited number of times.



Machine Gun gives you 30 rounds of ammunition. Hold down the fire button or trigger to hose 'em! This Power-up lasts until you run out of ammo.



Rifle give you 24 rounds that you can fire three at a time. This Power-up lasts until you run out of ammo.



Magnum gives you 6 rounds that are powerful enough to drill through armor. You can reload an unlimited number of times.



Shotgun gives you 6 rounds of wide-range firepower. You can reload an unlimited number of times.



Life gives you one extra Life Marker.

STAGES

Each Stage has two scenes. At the end of each scene, you'll see your score and a rating of your accuracy. After the second scene, you face the Boss of that stage.

STAGE 1: ARMS BLACK MARKET



Play a deadly game of hide and seek among stacks of crates in the dock warehouse district. Keep calm here—a hasty trigger finger could be your downfall.

STAGE 2: UNDERGROUND WEAPON STORAGE

Here things start getting ugly. Axe-wielding thugs charge you from up close, and other slimeballs lob grenades and other weapons at you from their hiding places. Pick off oncoming projectiles to save Life Markers. And watch out for the rampaging construction equipment....



STAGE 3: GANG HEADQUARTERS



Welcome to Syndicate headquarters. Time to flush the head rat from his hole. Engage in guerrilla warfare amidst a jungle of desks, computers and helpless hostages...

GAME OVER/CONTINUE

When you run out of Health points, the game ends. You will be asked if you wish to continue. Press Start before the timer reaches zero to continue play at your current level. The game ends when you run out of Continues. In a 2-player game, the game ends when both players run out of Continues.

NAME ENTRY

So how good was your marksmanship? Good enough to make the top ten? If so, you'll see the Name Entry screen after the game ends. You have 20 seconds to enter three initials. To select the initial, shoot the desired letter. If you make a mistake, shoot "BS" to back up a space. When you are finished, select ED and see where you rank!



SEGA GAMEPLAY HOTLINE
1-415-591-PLAY

*For French instructions, please call:
Instructions en français, téléphoner au:
1-800-872-7342*

CREDITS

PRODUCER

Eric Rawlins

LEAD TESTER

Tony Lynch

ASSISTANT LEAD TESTERS

Joe Damon

Caroline Trujillo

Todd Slepian

TESTERS

John Jansen

Dave Dodge

Mitch Giampaoli

Doug Leslie

Justin Acevedo

Ward Farris

Jay Vo

Ron Allen

Mike Douglas

Rey Alferez

Jeff Junio

Chris Lucich

Jeremy Caine

Jeremy Campbell

Rick Greer

Andrew Nolley

Chris Johnson

Jose Ochoa

PRODUCT MANAGER

Lori Von Rueden

MANUAL

Wendy Dinsmore

SPECIAL THANKS

Yukimi Shamura

Osamu Shibamiya

And

